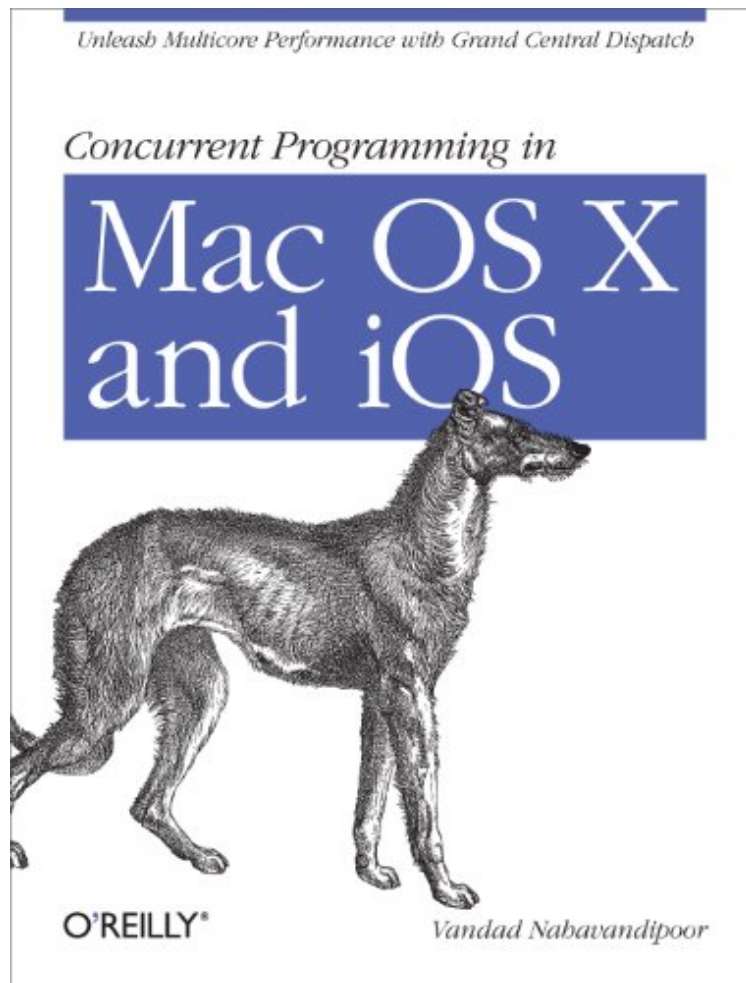


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Concurrent Programming in Mac OS X and iOS: Unleash Multicore Performance with Grand Central Dispatch

Von Vandan Nahavandipoor
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Von Vandan Nahavandipoor : Concurrent Programming in Mac OS X and iOS: Unleash Multicore Performance with Grand Central Dispatch before purchasing it in order to gage whether or not it would be worth my time, and all praised Concurrent Programming in Mac OS X and iOS: Unleash Multicore Performance with Grand Central Dispatch:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. good introduction to queues within Objective-CVon mkoThis book is really short one. But don't be fooled by it's size. In fact it's very comprehensive. One remark here ' regarding title. It might be slightly misleading. Book is related to queue mechanics within Mac OS X and iOS rather than treads. But let's take a look at the content. At the very

beginning Vandad leads you through the, so called, Block Objects. They have really awkward syntax, but Vandad does a good job here and explains how to construct them. He uses analogy to C and Objective-C related constructs. He also introduces Grand Central Dispatch (GCD) that is a heart of queues. After basis are laid he goes to the topics related to queues and ways of utilizing them. Here, he presents examples that show how to develop parts of code that will utilize queues. This way, you can easily get in touch with the paradigm. Great advantage is that you can easily download source codes from the book page. They work with the XCode 4 out of the box. This book, in my opinion, is addressed to experienced users. You will definitely require Objective-C knowledge, and basics of Mac OS X or iOS programming. However, if you are a beginner, simply write the title down and come back for it later, when you are ready to go. Or, maybe, when your application will require task based development.

Kurzbeschreibung Now that multicore processors are coming to mobile devices, wouldn't it be great to take advantage of all those cores without having to manage threads? This concise book shows you how to use Apple's Grand Central Dispatch (GCD) to simplify programming on multicore iOS devices and Mac OS X. Managing your applications resources on more than one core isn't easy, but it's vital. Apps that use only one core in a multicore environment will slow to a crawl. If you know how to program with Cocoa or Cocoa Touch, this guide will get you started with GCD right away, with many examples to help you write high-performing multithreaded apps. Package your code as block objects and invoke them with GCD. Understand dispatch queues, the pools of threads managed by GCD. Use different methods for executing UI and non-UI tasks. Create a group of tasks that GCD can run all at once. Instruct GCD to execute tasks only once or after a delay. Discover how to construct your own dispatch queues.